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Term	Documents
(2 AND 1).USPT.	3

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**Refine Search:**

12 and 11

[Clear](#)**Search History****Today's Date: 10/3/2001**

<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
USPT	12 and 11	3	<u>L3</u>
USPT	((709/231 ).CCLS. )	298	<u>L2</u>
USPT	scal\$ near2 (media\$ or multimedia\$ or stream\$)	1039	<u>L1</u>

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**Term:**

l3 and scal\$(ti,ab)

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USPT	l3 and l1	2	<u>L4</u>
USPT	((709/232 )!.CCLS. )	295	<u>L3</u>
USPT	((709/231 )!.CCLS. )	298	<u>L2</u>
USPT	scal\$ near2 (media\$ or multimedia\$ or stream\$)	1039	<u>L1</u>

<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
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USPT	l10 and html\$	10	<u>L12</u>
USPT	l10 same html\$	1	<u>L11</u>
USPT	scal\$ near8 stream\$	1808	<u>L10</u>
USPT	5621660[pn]	1	<u>L9</u>
USPT	l4 same html\$	3	<u>L8</u>
USPT	l4 and l6	1	<u>L7</u>
USPT	((709/231 )!.CCLS. )	298	<u>L6</u>
USPT	l4 same stream\$	10	<u>L5</u>
USPT	scal\$ near2 (multimedia or (multi media))	77	<u>L4</u>
USPT	6014701[pn]	1	<u>L3</u>
USPT	6076109[pn]	1	<u>L2</u>
USPT	5727159[pn]	1	<u>L1</u>

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110 and html\$

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USPT	110 same html\$	1	<u>L11</u>
USPT	scal\$ near8 stream\$	1808	<u>L10</u>
USPT	5621660[pn]	1	<u>L9</u>
USPT	14 same html\$	3	<u>L8</u>
USPT	14 and 16	1	<u>L7</u>
USPT	((709/231 )!.CCLS. )	298	<u>L6</u>
USPT	14 same stream\$	10	<u>L5</u>
USPT	scal\$ near2 (multimedia or (multi media))	77	<u>L4</u>
USPT	6014701[pn]	1	<u>L3</u>
USPT	6076109[pn]	1	<u>L2</u>
USPT	5727159[pn]	1	<u>L1</u>

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Generate Collection

Miller

L5: Entry 7 of 10

File: USPT

Oct 26, 1999

DOCUMENT-IDENTIFIER: US 5974496 A

TITLE: System for transferring diverse data objects between a mass storage device and a network via an internal bus on a network card

BSPR:

Multimedia applications lend themselves well to scaleable network architectures. Scalability refers to the ability of distributed processing systems to add clients without degrading the overall performance of the system. For example, a host communications server can be used to provide for a scaleable number of simultaneous streams (playback) of a single copy of an object. One good example of this is video on demand. A multimedia server may have several hundred full length video movies stored in its memory. If a user were to demand from the network to view a given movie, a channel could be allocated to playback a single copy of the movie (object). As more users demanded to see the same movie, the communications server could then provide additional channels of video data as needed. In this manner, the multimedia server is scaleable.

BSPR:

It is moreover another object of the present invention to provide a cost effective multimedia server that is scaleable in the number of object streams it supports and allows for traditional computing all within one computer.

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Farrell

L5: Entry 9 of 10

File: USPT

Jun 17, 1997

DOCUMENT-IDENTIFIER: US 5640543 A

TITLE: Scalable multimedia platform architecture

## DEPR:

Graphics accelerator subsystem 31 of scalable multimedia platform architecture 10a includes graphics processor 30 as well as random access memories 26, 28 for video and graphics storage respectively. Memories 26, 28 of graphics subsystem 31 may be virtual memories. Graphics output path 22 is provided within graphics subsystem 31 for transmitting video and graphics. Digital-to-analog converter 24 of graphics subsystem 31 is of a conventional design which is adapted to merge the bit streams from video memory 26 and graphics memory 28.

**WEST****End of Result Set**

Generate Collection

*Harney*

L5: Entry 10 of 10

File: USPT

Aug 2, 1994

DOCUMENT-IDENTIFIER: US 5335321 A

TITLE: Scalable multimedia platform architecture

## DEPR:

Graphics accelerator subsystem 31 of scalable multimedia platform architecture 10a includes graphics processor 30 as well as random access memories 26, 28 for video and graphics storage, respectively. Memories 26, 28 of graphics subsystem 31 may be virtual memories. Graphics output path 22 is provided within graphics subsystem 31 for transmitting video and graphics. Digital-to-analog converter 24 of graphics subsystem 31 is of a conventional design which is adapted to merge the bit streams from video memory 26 and graphics memory 28.